
Subject: AutoTune vs Melodyne Plug-in
Posted by [PaulyD](#) on Mon, 18 Dec 2006 19:11:25 GMT
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Celemony has released Melodyne as a plug-in.

I'm going to try the demos for both AutoTune and Melodyne plug-in myself, but I'm hoping someone experienced with AutoTune would be up for testing the Melodyne plug-in demo and posting their impressions. I don't have experience with either one, but am starting to see where I would want to have something like this around as a "safety net." I've read where some engineers will take the trouble to correct vocals in the original Melodyne standalone app, citing more natural results. And yes, I realize there is also Waves Tune, but I've had really bad luck with Waves' demos. If their demos are any indication of how WavesShell will behave, I'm not having it. Considering what they charge for their software, the stuff should be bullet-proof.

Anyway, thanks in advance for any test impressions, comments, diatribes, or what have you...

Paul

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Version](#) on Mon, 18 Dec 2006 19:19:34 GMT
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:lol:

sorry, on with the regularly scheduled program.

I don't know if Melodyne sounded more realistic than AT but I do remember it being easier to get around in. I'll give it a try and report my results. I'm glad it's a plugin now.

Subject: Re: AutoTune vs Melodyne Plug-in

Posted by [wavdoctor](#) on Mon, 18 Dec 2006 19:21:31 GMT

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I love Melodyne...you can have my autotune..just get it away from me!!

I use it sparingly but it is so tweakable. I actually think nashville has had it for 10 years and was paying celemony to not make it available to the public.. 8o

HB

Subject: Re: AutoTune vs Melodyne Plug-in

Posted by [CHANCE](#) on Mon, 18 Dec 2006 19:30:47 GMT

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Is melodyne VST/AU ?

Subject: Re: AutoTune vs Melodyne Plug-in

Posted by [Thomas Lester](#) on Mon, 18 Dec 2006 19:54:11 GMT

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CHANCE wrote on Mon, 18 December 2006 14:58:30Is melodyne VST/AU ?

Yes. And RTAS.

Personally... I've never liked auto tune, even in graphic mode and doing everything manually. Just sounded synthetic. Melodyne sounds much more natural. Now... you still can't abuse the program, but over all Melodyne sounds much better to my ears.

That was AT 4.x I haven't heard 5.x, so it may sound great too.

Even if they sounded the same, Melodyne is SO easy to work with that it makes it the winner even if they sounded identical.

-Tom

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [J.J. Blair](#) on Mon, 18 Dec 2006 20:01:51 GMT
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I wish I didn't already own AT. I personally hate it, the interface and the sound. I try to repitch a section like old school tuning before I bring out the AT.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [thephatboi](#) on Mon, 18 Dec 2006 20:46:07 GMT
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I have used Pitch n' time for manual tuning and like it alot better than auto tune but it is more time consuming, being that you have to select the audio and guess how much sharp or flat you want to go, try it, listen, try again. But I have gotten really good at guessing about how much flat or sharp something is--side benefit: good ear training:) ps. I have auto tune too and use it when I am in a hurry, but the sound is.... like pop radio.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [J.J. Blair](#) on Mon, 18 Dec 2006 21:18:46 GMT
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Phatboi, put yourself in our shoes when we had to do it with the Eventide H3000, sometimes spinning the wheel as the note was being sung to fix it dynamically in your right hand, and punching in and out on the tape remote with your left hand.

Aaaah, the good old days.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Iain Graham](#) on Mon, 18 Dec 2006 21:58:43 GMT
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J.J. Blair wrote on Mon, 18 December 2006 21:18:46Phatboi, put yourself in our shoes when we had to do it with the Eventide H3000, sometimes spinning the wheel as the note was being sung to fix it dynamically in your right hand, and punching in and out on the tape remote with your left

hand.

Aaaah, the good old days.

Speaking as a younger engineer, who only just got to work with tape but never got that deep into the working methods, fuck that!

I much prefer the sound of melodyne, but as I do a lot of folk music (pipes, fiddle, flute, whistle), auto-tune is way easier. Think I'll check out the offer the melodyne plug tho.

Subject: Re: AutoTune vs Melodyne Plug-in

Posted by [stevieeastend](#) on Mon, 18 Dec 2006 22:10:34 GMT

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Melodyne changed everything. To me it's a revolution like digital editing. Now I can make it happen with almost EVERY singer, which makes it easier and painful..

Sometimes I am frightened to learn how much is possible. I try to avoid but if you got the will, you can nail it like never before..

cheers

stevieeastend

Subject: Re: AutoTune vs Melodyne Plug-in

Posted by [maxim](#) on Mon, 18 Dec 2006 23:50:24 GMT

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melodyne here

only use autotune for "special" effects

Subject: Re: AutoTune vs Melodyne Plug-in

Posted by [Buzz](#) on Tue, 19 Dec 2006 00:08:34 GMT

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I've been testing out the Melodyne plugin and it sounds good to me !! (for what thats worth ???)VERY easy to use and I have tested tracks side by side (tuned and not tuned) and they hold up very well IMO . (sucker me bought the Antares AT in a box NEVER got it to work !!)

LAter
Buzz

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [rankus](#) on Tue, 19 Dec 2006 01:59:27 GMT
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Have both. Use Melodyne. (Reluctantly)

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [cerberus](#) on Tue, 19 Dec 2006 05:06:34 GMT
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Buzz wrote on Mon, 18 December 2006 19:58:08(sucker me bought the Antares AT in a box NEVER got it to work !!)
yes sucker me too. feels better to know i wasn't the only one.

sadly, i cannot recommend any version of autotune. i find their algorithm is very destructive to music. i think that the damage can be easily measured: look for a similar effect to clock jitter, but really bad jitter... slewed syllables and wandering phonemes... or can you hear it?

i was celemony's first beta tester; and i test for waves. i recommend both melodyne studio (comes with the plug-in) and waves tune. both are excellent, the flavor is slightly different. also the workflow, the possibilities and suitabilities for different styles vary.

i couldn't say which is "better"...especially for "problem" tracks. melodyne generally can track instruments like flute better, and works better for very breathy singers. but waves tune is better for tracking a vocal line where other instruments may have bled into the vocal mic, or there were

effects like reverb etc. (or sympathetic resonances from the room that are not emanating from the vocal tract of the singer...) applied already.

like eqs or compressors, (which is better? a pultec or a sontec?) i think a professional who has a desire or need for this sort of processing would want a few choices and options. and a back-up strategy or two...always. sometimes i use both on the same track: looking for mood, color, flavor. add "sweet and sour" to the sonic palette.

imo, melodyne and waves tune are top-class in a category which digital can specialize in and be best at. since i've contributed to the development of both, i heartily recommend both with pride.

jeff dinces

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [odysseys](#) on Tue, 19 Dec 2006 08:29:17 GMT
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I use auto-tune when multiple takes fail and we get tired. But only when the tuning is out (to my ears) about 20-30% tops. Above that we keep trying to nail it. (while at the same time searching for another singer :lol:)

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Iain Graham](#) on Tue, 19 Dec 2006 10:40:43 GMT
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Am i the only one who finds authorising Melodyne to be difficult?

Every time an update comes around, I can never find where exactly in the website to get it working.

I bought the plugin last night as a loyalty thing, and the places asking for a serial number to add it to my account won't take it.

Yet another e-mail to tech support has been fired off.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Jim Frazier](#) on Tue, 19 Dec 2006 15:34:04 GMT
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Iain Graham wrote on Tue, 19 December 2006 10:58:40Am i the only one who finds authorising Melodyne to be difficult?

No, I find it a bit less than ideal as well. I got the new plug-in free as registered owner of their Studio edition, and it wouldn't take any of the numbers that they issued me! Fortunately, tech support did get it all fixed...

Paul,

Melodyne. It's that simple. Don't think twice about it. There's simply no comparison. Once you work with Melodyne, you'll immediately see what all the fuss is about, and more importantly, you'll also hear what all the fuss is about.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Ashermusic](#) on Tue, 19 Dec 2006 15:42:46 GMT
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Autotune 5 has an improved algorhythm.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Iain Graham](#) on Tue, 19 Dec 2006 15:47:46 GMT
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I wondered if it was a language translation thing.

Tech support have been in touch, so it shouldn't be long til it's fixed.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Tomas Danko](#) on Tue, 19 Dec 2006 20:17:30 GMT

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Ashermusic wrote on Tue, 19 December 2006 15:42: Autotune 5 has an improved algorithm.

And you're saying they know how to play rhythm? My teacher in school never told me that!

:lol:

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [James Duncan](#) on Wed, 20 Dec 2006 16:00:28 GMT
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I have been a Melodyne user for a couple of years and an Auto-Tune user for a couple years before that.

Due to the pain in the butt that Melodyne *USED* to be, I always used A-T for the quick one-off note correction, and Melodyne for the larger or more complicated passages. Also, if A-T did not work well on a specific part, Melodyne always seemed to be the answer. (BTW... I *always* use A-T in graphical mode).

BUT NOW!!! Melodyne plugin is AMAZING!!! I own Melodyne Studio 3, so the plugin was free for me, which made it a no-brainer.

I love this thing, and have used it quite a bit in the last week, and I have nothing but praises for it! Not a single crash or "issue", and this from a 1.0 release! (I am using it with Cubase SX 3.11.)

It is soooo easy to use, and makes Melodyne Bridge a total joke. (I hated Melodyne Bridge, and always used Melodyne in stand-alone mode.)

Being experienced with Melodyne for a couple of years, I jumped right in and didn't read the manual initially, but for some reason last night, I printed out the PDF manual and read through most of it, and I am GLAD I DID. Even for experienced Melodyne users, it helps to read through the first part of the manual that goes through how the plugin works from a philosophical stand-point. It really helps you to understand how the program works under the hood

(non-technically) and makes it easier to get the best from the program. Trust me on this one!!!

I am now not sure if I am going to upgrade A-T to version 5 or not. With one fatal blow, Celemony has put A-T in its proverbial grave on my system. Knowing me however, I'll probably pony up the US\$99 and get the A-T upgrade too... I am a sucker for staying current (other than Cubase 4, which I *refuse* to install until another maintenance release or two).

As far as authorization goes, I went iLok with Melodyne when version 3 came out, so I did the same thing with the Melodyne plugin... Easy as pie. It took me only a few minutes, and I was up and running. You do have to register now with their "My Celemony" site or whatever the hell it is called, but once you do that, you can get your iLok authorization *immediately*. No waiting at all. Pretty cool! :)

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Buzz](#) on Wed, 20 Dec 2006 16:12:21 GMT
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NO Ilok YAAAAAAAAAAAAAAAAAAAAAAA!!

LAtter
Buzz

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Version](#) on Wed, 20 Dec 2006 17:28:24 GMT
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Tomas Danko wrote on Tue, 19 December 2006 12:58:17

And you're saying they know how to play rhythm? My teacher in school never told me that!

:lol:

Is that supposed to be an image of "funk"?

:p

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [RMoore](#) on Fri, 13 Apr 2007 06:55:30 GMT
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I downloaded the Melodyne plug in & got it up and running yesterday - amazing software, it has saved my a\$\$ already big time.

Great software - I'm really pleased with the results and the user interface is easy to work in.

I'd tried an AT demo before but just felt my brain turn off, didn;t work for me at all..

Using Melodyne I moved each note by hand freestyle, not snapped to a grid - this seemed to achieve a much better result than the 'auto' parameter or snap to tuning grid..took a couple hours but it changed the vocals from something rather cringe-inducing at times to sounding commercial-release worthy, which is what I needed to achieve,

Xcellent!

No probs authorizing call & response style. Though the computer did need to access the internet to get the final code. You can also authorize using Ilok but apparently they have some sort of technical problem registering via Ilok online which is pending a solution..

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [philipp](#) on Fri, 13 Apr 2007 07:36:40 GMT
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First melodyning for correcting, and then hard through autotune to get the pitch-sound. :)

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [George_](#) on Fri, 13 Apr 2007 07:41:03 GMT
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... and then slam the whole vocals trough MCdsp plugins (add some Waves-reverb to taste) :d :d
:twisted: ==> totally happy customer

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [RMoore](#) on Fri, 13 Apr 2007 07:47:01 GMT
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Hmm - Interesting sounding process,

in my case, It'll be not quite like the above:

No AT, dub from DAW & mix from analog tape, run vox through UA175 or Altec 436 limiter, a bit of tape slap back & probably mechanical 'verb like EMT240 plate and some spring...

:)

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [nob turner](#) on Fri, 13 Apr 2007 07:47:17 GMT
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am i the only guy who hears artifacts when using melodyne? yeah, it is pretty easy to use once you get the concept of the interface. and yeah, it often works reasonably well. but check their demo out... there is tons of chorusing on the vocal they process. why? to hide the chorus-y sound that melodyne adds when you use it. it also sometimes turns an S into a Z.

i've used AT for years, and had to upgrade to V5 when i got a mac pro. frankly, i find it WORSE than previous versions... in graphic mode, having it make a curve from existing tracked data WITHOUT making any changes, i often hear glitches in pitch. WTF? there should be NO effect in this situation. that's what got me to try melodyne.

but frankly, if there is a magic bullet out there, it isn't called melodyne OR autotune.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Bryson](#) on Fri, 13 Apr 2007 11:46:14 GMT
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nob turner wrote on Fri, 13 April 2007 00:47 in graphic mode, having it make a curve from existing tracked data WITHOUT making any changes, i often hear glitches in pitch. WTF? there should be NO effect in this situation.
That's some scary sh*t.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Bryson](#) on Fri, 13 Apr 2007 11:51:39 GMT
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wavdoctor wrote on Mon, 18 December 2006 11:21 I love Melodyne...you can have my autotune..just get it away from me!!
I use it sparingly but it is so tweakable. I actually think nashville has had it for 10 years and was paying celemony to not make it available to the public.. 8o

HB
To me, country music has some of the most obviously tuned vocals. Pathetic.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [trock](#) on Fri, 13 Apr 2007 12:37:37 GMT
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what is CPU hit for using it on a track or a couple of tracks? just curious

and my Audio PC is not on the internet and i can't tell for sure from reading this if you can authorize it easily and fully without being on?? can someone clear this up?

thanks

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [maxim](#) on Fri, 13 Apr 2007 12:46:42 GMT
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ryan wrote:

"Using Melodyne I moved each note by hand freestyle"

you can really spice up a boring guitar solo...

i've also done whammy style dives with it

v effective

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [PaulyD](#) on Sun, 15 Apr 2007 02:17:13 GMT
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fwiw, after trying the two demos, I went with Melodyne Studio 3. And, like Jim said, it wasn't even close. After about 15 minutes with Melodyne, I had my credit card out. So far, for the occasional little vocal "oopsie," I find it a faster fix and a better sound than punching in or comping.

I thought about getting AT anyway in case someone wanted to do the "Cher effect," but a friend tells me that was done with Prosoniq Orange Vocoder. Anyone know anything about that?

Paul

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [andrewfelluss](#) on Sun, 15 Apr 2007 14:42:48 GMT
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nob turner wrote on Fri, 13 April 2007 02:58:47am i the only guy who hears artifacts when using melodyne? yeah, it is pretty easy to use once you get the concept of the interface. and yeah, it often works reasonably well. but check their demo out... there is tons of chorusing on the vocal they process. why? to hide the chorus-y sound that melodyne adds when you use it. it also sometimes turns an S into a Z.

I agree Melodyne has a sound of its own, not always transparent, sometimes synthy..

One of my clients loved it when he found out it could be used to get him to the actual melody. He was so far out in spots that we heard some nasty artifacts, and then he commanded me: "Never use melodyne on my voice...ever!"

still using AT4 on him..

Melodyne's other strength is in fixing intonation and tempo shifting.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [mcsnare](#) on Sun, 15 Apr 2007 16:07:45 GMT
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I havent tried it in plug in mode, bit as a standalone app. It sometimes sounds glitchy when using ram, but when you save and print back to PT's that disappears.
Dave

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [Jim Frazier](#) on Sun, 15 Apr 2007 16:10:19 GMT
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andrewfelluss wrote on Sun, 15 April 2007 09:58:42
Melodyne's other strength is in fixing intonation and tempo shifting.

Just to add... I haven't used every tempo shifting software available, but I have tried a few.

Melodyne is the only software that has allowed me to import multi-tracked drums, and change the tempo, without any phase problems whatsoever across the tracks.

Not that I make a habit out of doing this, but when building a track using something like Discrete Drums, and the song needs to be faster or slower, but I still want to be able to use the multi-track

files, Melodyne totally makes this a reality.

Keep in mind, this is using the Studio edition of Melodyne, not the plug-in.

Subject: Re: AutoTune vs Melodyne Plug-in
Posted by [rankus](#) on Sun, 15 Apr 2007 17:20:12 GMT
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PaulyD wrote on Sat, 14 April 2007 19:58:17

"Cher effect," but a friend tells me that was done with Prosoniq Orange Vocoder. Anyone know anything about that?

Paul

It can also be done with the Digitech Vocalist ... you get them pretty cheap.
